Olympians' Magick

Pathworkings of the 12 Hellenic Gods

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Hoc magiae librum deis optimis dicatur

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PREFACE

In our society our cultural heritage is rooted in the tradition of Rome and Ancient Greece, full of myths narrating the deeds of the gods. Their presence is still very alive even in our modern world, taking the appearances of statues and paintings portraying these deities. It's a legacy we can't deny.

We can read about them in many classical texts or through the view of new authors via comics or novels, including even movies and series. Centuries after the closing of their official temples, apparently our society can't let them go completely.

As if that wasn't enough, in our times the gods are being again worshipped thanks to what is generally called Neopaganism, an umbrella term under which we can put together many different kind of traditions that one way or another fulfil their spirituality's needs through the worship of the gods (whatever pantheon they pick up).

Many pagans have an interest in magick and the occult, although not all of them. I'm myself an example of the former category as I am a polytheistic witch. Many wiccans and pagan witches from other traditions not only celebrate with the gods, but also they summon them during their rituals and spells to add more power to their enchantments.

There are so many books of spells out there where the gods are listed like any other correspondence in neat tables together with herbs, stones, etc. Basically a witch or magician who not necessarily is pagan by definition, can create a spell using the power of a specific deity to better guide the spell they want to cast.

Long time ago when I was younger, seeing the gods in this way actually concerned me a little too much because back in the days I thought that this *consumerist* approach didn't properly honour the gods. Later, when I started

working with other magical systems that employ spirits' power to cast spells, I changed my mind.

We all agree that the Gods deserve respect, but in my opinion it doesn't matter how we offer them our attention and appreciation. Whether we summon the aid of a goddess we regularly engage with, or we summon her just when needed during a ritual, they will appreciate the attention we're giving them.

Every time I did spells and reached out to a deity asking for help, I had success. Sometimes my magick didn't work out, but these failures were caused by other factors and not the gods being mad at me. I know you could think that to call on the gods just for magick could be disrespectful, but if they really hated to be called occasionally, why do similar spells manifest? Why do people keep this approach without having much of an issue?

When we read ancient texts, we can see how witches and wizards summoned the gods whenever they needed to cast spells, so we're not doing anything new.

Does this mean that worshipping them is pointless? No, it is not! Gods can be approached for a spiritual purpose, a magical goal or both. It all depends on what the practitioner feels about them. In magick that works through spirits and deities, a stronger relationship with the entities will always offer more powerful insights and experiences to those who approach these entities occasionally. Offerings or devotional acts to one or more deities in a more traditional sense are a profound practice that should definitely be considered if you will ever feel a call for it. Still, this does not mean that those who decide to work otherwise with the gods are worse than other categories of practitioners.

For instance, let's take Goetia and all the demons present in that system; right now we have two categories of people working in different ways with these spirits. The first group approaches demonolatry which sees Goetic spirits as spiritual guides, they honour the spirits according to their vision of them reinforcing their bond thanks to devotion. The second group on the other hand summon these demons only when they need it.

In both cases the demons will help the petitioner because that's something true to their nature, and even if magicians call on these spirits when they have a magical urgency, this doesn't mean that the magician deserves less the spirits' help or he's being disrespectful to them.

I have spoken with many wizards who practice Goetia without a devotional

approach when working with these spirits and they were heard all the time. These two approaches exist and we have to acknowledge them, they're just different variants and everyone chooses the method that they prefer the most based on their personality.
Besides, many magicians do show gratitude one way or another when a Goetic spirit fulfilled a request, so to use magick with spirits without a devotional approach doesn't automatically mean that the spirits are being cruelly exploited. I believe that is your behaviour toward them rather than an approach or technique that makes a difference.

If this is so for Goetic spirits why shouldn't it be the same for the gods?
I know, you might say "hey, they are gods, technically they're not the same as spirits" and that's also true. Nevertheless, this idea that deities are eager to get mad if you don't worship them is kind of an urban legend. From my experience they couldn't care less if we worship them or not, they're the immortal essence of the Universe and with or without us, they will still continue to exist. Sure, it happens that a deity can call you for some reason, but still, what to do next would be up to you. Nothing would happen if you decided not to accept the call of a deity.
I know, classical myths from Greece and Rome tell us that gods can be quite jealous and vindictive when offended, but we should always interpret those myths without taking them out of context. Myths were created for specific reasons and they had a role in the ancient world. Most philosophers believed in gods but knowing that the myths were allegories about the deities and their functions in the Universe, myths were not to be thought of as something literal as the common folk instead did.

After saying all this, I'd like to conclude this chapter with the following:
The pathworkings you're going to find in this book can be used both for building a relationship with one or many gods or just to cast spells when needed.
If you are a pagan and you want to include the pathworking in your prayers, devotions and divine celebrations to get closer to them, you can use this book!
If you're a magician with a feeling for the gods and you believe they are a match for your magical personality, you too can use this book!
Whether it's for meditation, spell casting, devotion, guidance, offering or regardless if you want to worship the gods or just do magick with them; what

matters for this magick to work is to show *respect*.
Approach the gods with respect and be humble: you'll see wonders. Show respect and your magick will get stronger and stronger under the bliss of the Olympians.

THE GIFT OF ATHENA

The reign of chaos had ended since Zeus, the cloud gatherer and his divine fellowship, the Olympians, had defeated the Titans.

The Universe was blooming and finding a defined structure, thanks also to the gods who became the rulers of the cosmic order. The Earth was the place where the gods decided to establish their headquarters, and because it was full of seas, plants and mountains they planned to enrich the lands with life.

Not all the Titans fought against the new gods, some of them actually decided to become their allies for seeing the role they will have in the history of the Cosmos. Among these there were Prometheus and his brother Epimetheus. The first of the two brothers had the gift of foresight and was an enlightened mind, while the second, who knew all events from the past, was more inclined towards quick decision making. It was because of their knowledge that Zeus appointed them the task to create life on Earth.

Epimetheus created all sorts of beasts to whom he gave skills and talents to allow them to thrive in Nature. Some of these creatures could swim, others could fly. Some had fangs or claws and others could run long distances at speed.

While Epimetheus was busy with his creation, Prometheus had a vision about a creature that could become the guardian of the Earth, so he thought about creating a living being who resembled the gods themselves in a way. Prometheus started to work on his creation and starting from the same substance of the Earth, gave to it a shape inspired by the deities, he also decided to let them walk on two feet so they could admire the heavens and the stars. This was the origin of the human race.

When the time to give them a talent came, though, Prometheus found out that his brother had already assigned all the talents at disposal to his creatures.

Animals had all sorts of abilities while the man had nothing left.
The Titan didn't know what to do, so he decided to seek wisdom from the goddess who was the wisest among the gods.
Prometheus went to mount Olympus and visited the temple of Athena, daughter of Zeus himself and explained what was the issue. She asked to see what Prometheus created and so he did. Athena was astonished by the divine resemblance of Prometheus' creation, although what he made was still a prototype, bound to the Titan's will, they couldn't move or act without the presence of Prometheus. So Athena smiled at Prometheus and said:

-*Your creation pleases me, and I'm sure it will be pleasant to my fellow gods and my father, the king of clouds and lands.*
I shall gift humans with the divine breath, so they will be alive and a secret power will be theirs, something that shall make them similar to us, the immortals, and unique among all other creatures on Earth.-

So it was that Athena breathed the divine spark into our race causing Prometheus to have another vision, he saw how great the goddess' gift was.
Thanks to Athena's gift, humans could live on Earth and learn how to live along with the creatures made by the other Titan. Prometheus could teach them the crafts and how to take care of the land's fruits. He was the one to teach sciences and the secrets of the soul, thanks to Prometheus humans learned how to use the divine spark Athena gave to them, and in later times this talent went by the name of *mageia*.
Prometheus was honoured later on as the patron of science and crafts, he who brought knowledge to humans and taught them how to live in this world. He was the first champion of the human people, the first who taught and shared knowledge.

This is a personal adaptation of the classical myth involving Prometheus and his brother Epimetheus who brought life on Earth.
This is just a fragment of the original myth, and as it conveys an important message I decided to include it in this book.
If you'd like to know more about the classical myths, I would suggest reading Hesiod's texts, one of the first and most famous to have written about the gods and their deeds.
If we have a closer look at this text, we see how Prometheus not only created

humans, but he taught them how to use knowledge in every aspect to not succumb at the dangers of the world. Besides, it was always him who stole fire from Olympus and gave it to us, so to have an extra tool and primordial weapon that helped us thrive as a society.
It’s interesting also to know that when Zeus found out Prometheus stole the fire, he took it back from humans and punished the Titan, binding him at a rock where some sort of huge bird ate his liver. Being an immortal, the liver replenished itself every night, so that the bird could start the torture again the next day. In this bit of the myth, an even more interesting part is when Zeus offered Prometheus to be set free if he accepted to give back the fire, he refused and accepted his destiny literally sacrificing himself for the human race. Zeus was astonished by his noble spirit, but being the judge of the gods he couldn’t forget either what the Titan did, when he disobeyed his own orders. He left Prometheus chained up for an eternity telling him that the only way to escape that torment was waiting for a hero to come and save him.
Eventually, Hercules, the strongest of heroes and son of Zeus and a mortal woman, went to break free Prometheus after millennia of suffering. Since Prometheus had the power of foresight, maybe he knew that “soon” someone would have helped him, and maybe Zeus himself knew it as well (indeed Zeus had acquired Meti’s powers, a Titaness who could see the future). My personal take on this myth is that Zeus was putting at trial Prometheus' love and faith towards the human race. If you’re asking why I think this to be so, it’s because Zeus left the fire to men after having imprisoned and punished Prometheus, when he could actually have taken the fire back from mortals.
This has a lot to say if we look at the myth beyond the surface.

Before diving deep into the core of this book about magick and pathworking, I thought to add the myth of Prometheus to remind the readers that divine spark is within you, such a belief being commonly shared among all cultures across the world.
Every time you do magick, remember: that spark is burning inside you, spreading its light in the darkness. It's your soul enabling you to step up and make changes in the world and whatever you call your personal reality. May the gods bless your deeds!

THE MAGICK OF PATHWORKING

You may already know what pathworking is, or maybe this is the first time you are reading this term. Either way I'll be short in explaining first what it is and then how this technique can be of use in our spell casting. My definition of pathworking is the following:

A pathworking in magick is a series of images that are related to a spirit or deity. The images have the vibes of the entity we want to contact, and when used in the right way will "morphe" your personal energies and the ones of your space to ease contact with the desired entity.

The technique can only summon the entity as it energetically creates a temporary bond through which we're able to communicate or make magically a request. Although these images can be used in more complex rituals to evoke an entity (i.e. manifest its presence physically), more generally they're used to calibrate the magician with a spirit and prime contact. Easy, isn't it?

In this book you will read about the pathworkings of the Olympians, the 12 main gods of Ancient Greece, learning an easy way to communicate with them and make your magick happen. We won't touch evocations as it is a way more difficult topic, per se, spirit evocation is already an advanced practice, but deity evocation is even more so. I want to keep things simple so that anyone interested can practice magick through this method and starting soon have their wished outcomes.

There are three types of pathworking depending on how they were created. They are:

- *Channeled*: a magician or medium[1] can get directly in touch with a spirit and ask them to be given a pathworking. The spirit will reveal those images that represent its imprint, so to speak, so that the magician or anyone can use it when they need to work with said spirit. Sometimes these pathworkings can be private, meaning the spirit gave them to an individual or group as a private line of communication; if this happens is the spirit itself to inform the receiver that the pathworking won't work with others.
- *Constructed*: the magician will build one studying the lore of a spirit or deity, their correspondences and symbols as these are things already connected with the entity. These pathworking will work more at a subconscious level where these symbols are linked to archetypes that the spirits could represent or to which they're linked.
- *Inspirational*: they're similar to the first category and they can appear during meditation sessions or even in a dream. The magician could have been looking for one willingly or they could be given out of the blue especially if the magician has been contacted by a spirit or deity for some reason. The main difference with the channeled pathworking is that these ones tend to come naturally instead of being requested.

In this book the pathworkings you will find are a mixed category, they're constructed but also inspirational. In case you're wondering if any category is superior to another, my answer is no. I've been practicing this method for a while using works from different authors who received in different ways their pathworkings, and they all worked quite well for me.
You can think that a pathworking that has been channeled directly from a spirit could be the best one, and I would see why someone may think so, but to be honest, any pathworking can be powerful as long as we use it with the right mindset. Differently from what people believe, spirits are eager to communicate with us and especially deities, the focus of this book, are closer to humans after centuries of being worshipped and loved by people.
As I was saying, my pathworking to the Olympians are of mixed nature. They were constructed using the myths, symbols and correspondences of each deity but they're also inspirational as often I felt strongly something telling me to use one symbol rather than another. Other times I just had them coming naturally to my mind as if I was just being dictated by someone.

How do the pathworkings in this book work?

Usually there isn't much of a ceremony when using a pathworking to do magick, although you could include them in other rituals or more traditional witchcraft spells if that tickles you. They can be used as a complement of your magick or as the main focusing point of your practice when it is time to change reality according to your will.
As it’s been said above, using a pathworking for magick is not a big deal, but in this book there is indeed a process to follow in order to get the most out of the system.
Every time you need to contact a god or goddess, you will first need to perform Hermes’ pathworking asking him to lead you to the targeted deity, then you will perform his or her pathworking and finally make known your request to the god or goddess.
Hermes is the divine messenger who brought mortals’ prayers to the gods, a role he shared with Eos, the goddess of the dawn. Between the two there is a main difference though, Eos only brought messages and prayers from the mortal realm to the divine, while Hermes beside doing that, was also the one who brought to mortals messages from the gods themselves.
For this reason Hermes is the intermediary entity who can bring your request to the gods so that the magick can take place, because through him you will be able to receive feedback and insights from the gods if they will consider that appropriate.
Hermes can be asked to intercede with the Olympians and let us know which one among the gods is the best candidate to work magically about a situation in case you’re confused. Their response would come to you through signs and dreams.

Let’s recap a bit what you should do to magically enact a pathworking when it is time to cast spells.
You’ll see that every god or goddess has a pathworking with a description of some images. When reading them you will see that from time to time the images are related and described like if you’re reading a little story.

A tree with green leaves starts to burn with golden flames.
The flames are put out by a sudden breeze and green leaves immediately grow back on its branches.

In this example one image is the consequence of the previous one. In this case you just need to read and imagine what you’re reading.

In other cases, and this is the majority of pathworkings presented in this book, each image will stand alone. For example:

A thunder falls from a dark cloud in the sky.

A white cow feeding a calf with her milk[2].

These images are not related, they're independent bits of the pathworking. You have only to imagine what you're reading without worrying how you pass from one image to another, focusing on each image individually. Don't worry how you're going to see a cow after a thunder in a dark sky, just do it.
Don't overthink or you will kill it, just relax, read, imagine and if any feeling or sensation comes to you during the process, accept it and go ahead.
You could be thinking right now that maybe I'm not explaining too much, but trust me, there isn't much to explain when it is about pathworkings. There are many ways to do magick in this world and while some are very complicated, others are simple such as this.
Furthermore, don't forget that Hermes in particular has the role to help you getting closer to the Olympians and he will be pleased to do so. Among the gods he is the one who understands humans the most. When you start using this technique, you will quickly become acquainted with it, just as it happened to me when I started using this technique for the first time during my rituals.

One last thing about the pathworking. There are people out there who think that they can't really picture images in their minds. Truly, there are in the world some individuals with a rare condition called *aphantasia*[3], but this affects just a tiny part of the world population. The vast majority of us can visualise. If you think you can't, let me tell you something.
If you're able to enjoy a book or you find yourself fantasising about your career or asking out your crush, then you can visualise things.
In this case, rather than visualisation you're using what I call conceptualisation, which basically means that you read a word and you know what that represents because of your idea of said thing. I know, it's too wordy. Putting it in simpler words, if I say "rock" you know what I'm talking about, right? You can describe to me what a rock is if I'd ask you to do so. That is conceptualisation, and for me it works just as fine as visualisation when it is time to do pathworking for magick.

It doesn’t matter if you suffer from aphantasia or you only think you are not skilled enough to visualise, you can still use the pathworking and see your results manifesting through the power of magick. Rather than picturing images, you will read carefully each sentence I will provide for the deity, acknowledging what it’s been described.

OF OFFERINGS TO THE OLYMPIANS

Now that you know to be able to perform this magick anyways, there is one more thing I want to discuss before proceeding with a short summary of the ritual as it is used in this grimoire.
In the preface I've already said something about offerings, and indeed when you do magick with the Olympians, just saying *thank you* as soon as your request has been stated, will be enough. Still, you may decide to do what you consider a proper offering to the gods, especially if you feel like they're granting you a big change, so in case you want to do that, you can follow some suggestions I have for you.

As I see it, the time you decide to "sacrifice" in order to make the ritual and the decision itself to call on these entities giving to them your attention, will equal an offering.
Alright, so there isn't a need to make an offering for the Olympians, right? Yes, that's right, because your actions in order to approach these deities will be enough, and don't forget that during the ritual itself you will have to thank the gods with sincerity as you will see in the ritual summary.

In case you feel compelled to make a more ceremonial offering after the deity helped you out from a tough situation, you can do it in a very simple way.
For example, you can promise public recognition after your request will have been manifested. When you're about to state your request to the chosen god or goddess, you could say something like what follows:

Hail (deity's name)! I ask _____(say your request with a simple sentence).

Bring me what I ask, and once that is done, I will offer you public recognition so that your fame will be greater.

After your desire has manifested, remember to thank the entity publicly, and for that it's going to be enough to write something on your favourite Social Network, or in magick groups on Facebook if you're a member of any. This last option would be even better as by doing so you may encourage others to work with the gods in their spells.
Another way, more traditional, it's to thank the Olympians with a little ritual and for this you can offer wine, honey, bread, fruits, flowers, candles, and/or incense after performing their pathworkings with the goal of thanking them. If you're going to work with a specific deity during a period of time, you could build a little shrine or dedicate an altar to them where some offerings are given regularly.
You could even write poetry or compose a song and play it in front of this shrine/altar, or just use the pathworking to prime the contact with the gods and let them enjoy your piece of art.
I think I made my point here, in case you want to do offerings you know how to proceed. Do it only when you feel a need urging you to do so, and not out of obligation. An offering has to be sincere or won't have value for the Olympians, in which case a simple and heart-felt *thank you* during the ritual will be more than enough.
Since in the summary I will include only the *thank you* as offering, I wrote this little section so you know what to do in case you'd like to offer your gratitude in a different way.

THE PATHWORKING RITUAL WITH THE OLYMPIANS

1. Perform the pathworking of Hermes and as soon as you've read the last image, say his name once. Wait a few seconds before to move to the next step. After you called his name, he could send some signs or make you feel something. If you feel negative vibes, that means you should try the ritual another time or you should consider asking Hermes to lead you to another deity for your request. If after calling his name you don't feel anything negative or if you feel positive vibes, then you can carry on with the ritual. Even if you feel nothing, give for granted that you can carry on.

2. Once the pathworking is complete, ask Hermes to lead you to the desired god or goddess. For example, you can say something like this: *Hermes, lead me to Zeus.*

3. Perform Zeus' pathworking now, and after the last image, say Zeus' name. This time you can make your request without waiting for a response as we've seen for Hermes. You arrived at this step because Hermes let you carry on the ritual giving you a "yes" vibe, that means that the deity you want to contact is ready to communicate with you.

4. After saying the name of the deity, make you request. This request should be one or two sentences long. So try to be concise and don't try to justify yourself in front of the deity. You know why you're asking something and they can read your soul, so no much explanation is needed.

5. After your request is done, say *thank you* to the god or goddess knowing they heard you and that your magick is being directed to manifest.

6. Read only the first image of Hermes' pathworking so you can close the ritual just where you have started it, and thank him as well. Snap your fingers once to symbolise the end of the ritual.

All is done, and now you shall not think about your request. Distract yourself by indulging in other activities you love. Usually, I eat a snack (crackers or cookies) after a ritual in order to ground myself to earth and get back to the mundane world.

You don't have to repeat the ritual unless you think from the beginning that it will be necessary, and there are some occasions where repetitions can be needed.
If you're asking the goddess Hestia to bless and protect from evil your house, she will build a shield around your dwelling place. But even if this shield will be powerful indeed, you still will have to repeat the ritual to maintain it. You can do it on a fixed schedule or when you feel its effectiveness is starting to fade.
Another example where repetition can be useful is to fight bad habits, addictions, or when you need to address difficult situations (especially if you need to face stubborn people).
Of course, you shouldn't repeat a ritual only because you're doubting its power or your skills. If you repeat the same magick because of doubt, or you think that by doing so it will be more powerful, you're wrong. If you do so, you will actually weaken your spell.
Alright, maybe you don't doubt you magick, but you're thinking of repeating the same ritual so it can work faster and you can see results in a shorter time. Wrong again, repeating a ritual to make things go faster doesn't work, and sometimes it leads even to poor results.
Please don't misunderstand my words, I don't want to scare you. Simply, trust your abilities as magicians and trust the Olympians. They will deliver when the right time comes.

THE 12 PATHWORKING OF THE OLYMPIAN GODS

Here follow the 12 pathworkings of the Olympians. First will come Hermes' pathworking, as he's the one who can lead to any other god or goddess of the pantheon following what has been described in the previous chapter and the ritual summary.

HERMES

He can protect from thieves and theft, or help the magician in stealing when necessary. In this regard, he can help with the power of distracting people or making them fall asleep so you can sneak in. The sleep power can also be used more metaphorically.

Hermes promotes travels whether they are due for pleasure or business, he can also offer general protection during the journey, this power can also be applicable metaphorically.

He can improve your luck at gambling or any other game like poker, where some smartness is involved.

Because he is the quickest of the Olympians, athletes and sportive people can seek his aid when training.

He’s a god of inspiration, so he can help invent new things. This power is versatile and can be applied for any invention/inspiration you may need in your life or a specific field.

He’s the god of the language, writing and learning. By extension, he’s the god of Magick itself as an art. He has the power to help us learn anything we want (especially foreign languages) and also to improve our magical skills and spells.

He’s the messenger of the god, so he can help you contact any other god or spirit, and can also be the one to bring you insights and messages from the gods.

He makes people keep their words or be punished if they break a promise.

Hermes is a psychopomp, which means he can safely lead the dead to the Otherworld, protecting the souls of a beloved one during their last trip. As such, he can bring messages back and forth from the underworld to/from the

dead to you.

Pathworking:

A golden bronze sword piercing a grassy ground.

A ray of sun hits the sword and the blade reflects the light.

Alphabet letters carved on a rocky soil in front of you.

Two serpents entwining their bodies on a wand held by a young man.

ZEUS

The king of the gods can be summoned to ask for justice in your life and to protect someone's innocence when accused of a crime he or she didn't commit.
Also, as divine judge, Zeus can be asked to make justice if somebody wronged you anyhow.

Zeus rules the sky, and he's the possessor of the thunderbolts. You can ask him to make changes to the climate, like asking him to start or stop rain. If there is an electric storm approaching your area, you can ask this deity to protect your home from damages caused by lightning.

He can assure that an oath is sincere and kept by someone, unless they want to face terrible consequences. With Zeus' power, the magician can create a magical pact with other people which if broken, can lead to bad luck or even severe punishment if the magician decides so.

The god is the protector of the foreigner and he's the god of hospitality. You can call on him to make a pleasant stay for someone you love, or to help protect strangers in need of assistance like immigrants and such. By extension, he can offer refuge to the needed people and a place where to be safe.

Zeus was known as *the saviour*, so he can be called whenever you need extra help or protection in tough situations. If you feel threatened or you're in danger, this power of Zeus will protect you in the worst situation, helping you get out of trouble.
Because of this power, he can build a ward around your house and protect it from both physical and spiritual threats.

This deity can increase wealth in your home, and make it last longer. He can help you also to understand how to manage your wealth so you can employ it in the best and wisest way possible.

Greeks used to call on Zeus to keep away flies from their home, and in addition, you can ask him to keep away any kind of pest from your house or a specific place.

Pathworking:

A huge eagle flying in a stormy sky, lightened up by golden lightning.

An old olive tree in a field, and a throne laying beside it.

A thunderbolt strikes the throne.

A man now sits on the throne, crowned with a wreath of olive leaves.

HERA

This goddess can help bless marriage and increase female fertility in case a woman desires to be a mother. She can offer her assistance during birth.

Hera can bring vengeance to someone if this person cheated on the partner. Whether you're married or in a relationship, the goddess can bring justice if someone betrayed your trust.

Hera represents the mysteries of the heavens and the earth, she can assist studying these mysteries or learning any knowledge linked to these subjects. Hera is the direct heir of the Great Mother Goddess archetype in Greek culture, and all associations and power of this primitive goddess can be invoked through her divinity, because of this she represents the majesty of Nature, and as such you can call on her to protect the environment or to get deeply in touch with the occult aspect of Nature itself[4].

This deity can help impose your authority on those people who are in a higher position than yours, helping you fall under a better light or draw their attention to you in a positive way. She can be petitioned to draw attention to you from someone you'd like to get better acquainted with.

The goddess is the best Zeus' counselor, so you can ask her to offer guidance when unsure on what to do during a difficult period of your life.

Hera is the protector of adult women, call on her whenever you feel unsafe. She can also make justice on women who were raped, a crime she despises a lot.

Pathworking:

A gentle shower pouring from the sky.

A peacock opening its gorgeous tail.

A silver cow eating a pomegranate on the ground.

Lilies growing on a golden diadem.

POSEIDON

The god of the sea and waters can protect during travels on water, favouring a calm navigation. He assists fishermen so they can fish abundantly or find nice spots rich in fish.

He was known as the earth-shaker, so he protects from earthquakes (although he can cause them, but I wouldn't recommend asking such a thing) and can also guard your property from possible damages that an earthquake can cause.
Metaphorically you can ask the god to shake someone's life for good to push someone out of a static period or as a curse so as to bring disgrace upon an enemy.

Poseidon can teach you the secrets of water and its use for magical and spiritual purposes. You can ask him to consecrate water to use during rituals and spell casting. By extension he protects all the creatures who live in the sea or lakes, oceans and rivers.

Poseidon's totem animal is the horse, so to get in touch with this animal for whatever reason you can ask the god to help, especially if you do equestrian sports or breed horses.

Thanks to the Odyssey we know Poseidon delayed Ulysses' journey through storms and winds, so figuratively you can count on this god if you wish to delay someone in their deeds or to slow down an enemy or competitor.

Pathworking:

An earthquake cracking the land.

A spring comes for this from a crack on the ground.

A blue horse is galloping on a sea.

A silver trident appears from the waves of the sea.

DEMETER

The main power of the goddess is to bless and protect crops and everything that grows, as she's the deity of the vegetation, especially plants that bear fruits.
Because of this she was also associated with abundance and wealth, for which she can be summoned. She's the patroness of agriculture and harvest and you can call her help for anything related to these fields.

She rules fertility in general and can affect both men and women, as well as animals and plants.

Demeter is also the goddess of the divine order (i.e. the unwritten law) and in such a role, you can call on her as a legislator, whenever you need help in legal matters or at court. It can seem a little odd as a power for an earth goddess, still, is one of her domains.
You can summon her power also to bring fair justice and outcomes to who wronged you, but I suggest to do this only if you're really innocent, if you are not, the outcome may affect you as well because the goddess wouldn't make distinctions between the object of the spell and who cast it.

The goddess rules over the cycles of life and death, offering the grace of the Elysion (the Greek paradise) for souls. Demeter can help you understand these mysteries, if you want to commit to them. You can ask Demeter to bless someone dear to you so he can rest peacefully in the afterlife.

Demeter has the power to help mothers during their pregnancy, keeping them and their babies safe.

This deity can help in improving the relationship between parents and their sons/daughters. Demeter loves immensely her daughter Persephone, making huge efforts to find her when she was kidnapped by Hades; the goddess can teach you how to cherish your filial love and how to maintain a healthy relationship with your offspring.

You can ask Demeter to awaken your inner and true potential, she will bring them to the surface so you're aware of them and you can learn to use them properly.

Pathworking:

You're standing in a field of wheat.

The smell of freshly baked bread reaches your nostrils.

On a marble altar, there is a loaf of bread.

A dark-haired woman with a black cloak appears behind the altar.

APHRODITE

The goddess helps improve your natural charm and/or add an aura of lust around you so that other people may feel attracted by you.

Aphrodite can be summoned to any topic related to beauty and she can make you look attractive, helping you reflect your inner beauty on the outside.

If you're in a relationship that lasts for quite some time and you need to rekindle your spark in bed, you can count on Aphrodite's power. Also, she can assist in improving your sex life whether you have a partner or you're single.

Aphrodite knows the gifts and powers of sexuality and sensuality, so she can teach you the mysteries of sex magick or its spiritual value. She's the goddess of pleasure, so she can increase your ability to enjoy life's pleasures and learn to understand the sensuality of everything that surrounds you. If you have a feeling for someone or you want to seduce somebody, you can ask Aphrodite to assist you.

The goddess is the patron of prostitutes and she can offer protection to the category, or help their work to thrive[5].

Aphrodite is also the deity of passion, but you don't have to limit passion to sexual life. She can increase your passion in a specific aspect of your life or in general.

After a break up or during difficult periods in a relationship (whether you're friends or lovers) Aphrodite will help you heal your broken heart. She helps fix whatever relation issues you may have with a friend, relative or partner. The last power doesn't work at all times and when that is the case she will let you know, but in this case she will support you so you can move on.

Pathworking:

A white dove flying in a clear sky holding a rose in its beak

A scallop shell on the seashore.

Sea foam brought up by the waves of a crystalline sea

A mirror made of pearl reflecting your beautiful face.

ATHENA

The goddess of wisdom can help studying philosophy, and apply wisdom itself in your everyday life. Also, if you need guidance during a difficult period of your life, Athena can help you understand what to do. While Hera offers guidance depending on what it is that you want, Athena will offer you suggestions and ideas from an objective point of view.

Athena was the defensor of towns, so you can ask her to defend your property and house from external influence and threats. For a better protection of your house, you can ask her and Zeus (her father) to defend your dwellings.

This goddess is the patron of justified war and strategy. Because of this aspect of the deity, you can ask Athena to help plan a strategy in your business, especially if you want to know how to defeat an opponent or business enemy. Besides, she can give aid every time you need to face an enemy of any sort, bringing out the warrior that is in you.

In general Athena will help you improve those crafts that require manual skills, for example, pottery, weaving or sewing.

This deity can push people to find courage when in trouble and act to improve a situation instead of suffering passively from the events. She will uncover the hero/heroine within you.

Pathworking:

An owl singing from a branch of a young olive tree.

Olive oil flowing from the olives of the tree, reaching its roots.

A Greek helmet and a spear reflecting the light of the sun.

A huge bronze shield with the head of a gorgon on it.

ARTEMIS

Artemis protects young girls until they are adults, keeping them safe from dangers.

The goddess is the protector of wildlife and nature in general, you can ask her to defend woods or forests if threatened, and she can protect wild animals.
Her connection with Nature is strong, as she was just another manifestation of the ancient Mother Goddess and for this reason some of her aspects are included in the powers of other deities like Hera. To connect spiritually with Nature, you can ask Artemis's intervention.

This deity can punish women who wronged you personally or people who offended Nature anyhow. Be specific what you ask the goddess, as her punishments tend to be like curses and so they can be quite destructive. If you want just to teach someone a lesson, specify it in your request[6].
On the other hand she can lift curses thrown at women, whether they were cast through the goddess or through other methods.

Artemis is another goddess who rules and protects childbirth, and she can be petitioned along with Hera for the same purpose. Besides, she is also the one to call to protect children from danger, especially if they are under a threat coming from adult people.

This deity is the goddess of the moon, and for this reason she can teach all mysteries related to magick and divination. She can help to understand your true selves and can also help if you're seeing a psychologist, as she is able to make you aware of the secrets of your psyche.
Because of the connection with the moon, Artemis is a patron goddess for witches and can add power to your spells.

Pathworking:

A forest of cypress trees lightened by a full moon in a sky with no stars.

A deer running through the forest.

A silver arrow flying in the air, getting lost in the horizon.

A cypress tree under the moonlight and a white dog sitting by the tree.

APOLLO

Apollo protects young boys until they are adults, keeping them safe from dangers.

In general this deity can protect from any form of evil, whether spiritually or physically. Don’t hesitate to work with him in order to ward you off from illnesses of the soul and the body, because he can help you heal yourselves and keep your life healthy.

The god is the patron of prophecy and he’s himself an oracle, so he can assist with any kind of divination method, or you can ask him to answer an important question in your dreams or through omens he will send your way. Also, he can be petitioned to reveal the truth about a situation or a person if you suspect that there are lies involved.

This deity can punish or curse men who wronged you, or make justice for those men who were raped. With his power you can also curse who abused children and young people anyhow.

Apollo has a special link with refugees and travelers, as he is associated with the sun that sees everything from the sky. You can ask him to protect these categories, as well as protect your trips abroad or long journeys. This power is partially shared with Hermes, so you can actually ask both gods to protect you during a trip.

The deity can protect flocks and shepherds alike, which in modern times means he can assist those who have a job linked with pastoral life and herdsmanship. He protects from predators and pests, and this last power can actually be applied metaphorically as well.

Apollo is the god of music and poetry, songs and dancing. You can count on him for everything related to one of these fields, whether you’re asking for inspiration, professional guidance or creativity. Even if you work in another

form of art, Apollo can still help you find new ways of expression, helping you reach a larger audience.

Pathworking:

A golden tripod standing in the middle of a dark cave.

Spirals of incense come from the lit charcoal on the tripod top.

A bush of laurel grows from the ground, reaching full growth.

A hawk lands on a branch of the laurel tree.

ARES

The strength of this god can be very strong and even aggressive. Definitely as a deity of war he can assist you in vanquishing your enemies, leading them to a complete destruction if you wish so. In modern times his virtues can be applied metaphorically in business.

Of course Ares can help you improve your combat skills, and if you practice any martial sport, he can definitely make you become better at it in less time. He can also make you more “lethal” when fighting.

Apart from having power over whatever we may consider warrior-like aspects, Ares can imbue you with courage when you find yourself to be afraid or scared. The god can guide you in a tough situation in order to have more chances to come out of it victoriously or safely.

This deity can give you the strength to fight not only physically or during some situations in your life, but also whenever you need to win a personal war with something that is causing you troubles. He’s the force you need to react when life challenges you. In this last case pairing the powers of Ares with those of Athena is a big combo, as Ares will give you the needed strength and courage to fight, while his sister Athena will help you understand what strategy you should use. Besides, Athena’s presence will mitigate Ares’ energies that can sometimes be too “violent”.

Pathworking:

A vulture flying in a red sky.

A long spear hits a rock, breaking it in two halfs.

A feather sharp as a knife’s blade.

Four black horses breathing fire and galloping.

DIONYSUS

This god can teach you how to free yourself from self-doubt, knowing and accepting your true nature; once this is done he can also help you change those traits you don’t like or improve yourself. Being the god of liberty, he can help defend your own spiritual and ideological freedom every time it is threatened by others.

Dionysus is a god of joined polarities and through him you can accept the various parts of yourself. The stereotypes associated with genders have no meaning for him, thus he can stop people discriminating against you based on their bias or misconceptions/preconceptions about gender. He also can be considered the patron and guardian of the LGBTQ+ community.

This deity can show you the ecstatic value of life, and through divine ecstasy he can teach you to appreciate life itself and learn to live it fully. Dionysus' essence is not about crazy parties and drunkenness, as he’s the one to watch over the moderation and the wise use of wine or other substances that can help us expand our views if taken with responsibility.

Dionysus power can affect sexuality but in a different way from Aphrodite’s way. So, you can petition him to assist in discovering the deeps of your own sexuality, increasing your own lust and way of enjoying sex whether with your partner or in general. Together with Aphrodite he can assist you in studying and understanding the mysteries of sex and sex magick.

The deity is connected to Nature and vegetation although from a masculine point of view, as such you can ask him for assistance to get in touch with Nature powers and secrets. I suggest to work with both Dionysus and Demeter[7] to expand your understanding of the natural world and the powers associated with it.

Finally, this god can help to improve your mood or that of someone you love when not particularly good, and he can be of big help to fight depression or

sadness. A power to not underestimate is to bless a party so that everyone can enjoy it fully with no drama.

Pathworking:

A fig tree standing alone in a wide grassy land.

A wand decorated with ivy branches.

Juice coming out of ripe grapes, falls in a chalice where it becomes red wine.

A cloaked human figure with a mask covering his face.

HEPHAESTUS

He’s the blacksmith and craftsman of the gods. Because of the relation he has with objects and their creation, you can call on him every time you need to create something. If you’re a crafter for a hobby or you’re a professional, Hephaestus can teach you how to reach your best level when crafting.

From a magical perspective, Hephaestus can imbue with mystical power everything you want to dedicate to magick, especially if you made the tool yourself. Still, he can assist consecrating with his secret fire any object you want to dedicate to your occult practices, awakening the powers of said object.

This deity was known as the one with the power of giving motions, and in one of his myths he even created what we’d call today *robots*, a myth that resembles Golem’s tradition as found in Kabbalah. For magicians Hephaestus can assist in creating servitors, helping during the process of their activation (i.e. when you give birth to your servitor). You can also ask the god for a familiar and he will definitely give you one, this familiar would be called an *automaton*.

Hephaestus is the god of fire when this is dominated by men, but he’s also the god of volcanoes. Because of his kind nature, he won’t listen to you in case you’d like to cause an eruption (and if you wish so, you should honestly consider to see a psychologist), but he can definitely help to reduce dangers in case of volcanic eruptions or keep dormant a volcano, although this would require a constant work from the magician due to the very nature of the fiery mountains. Another useful power of this deity is that of preventing fires in someone’s house or fighting against wildfires.

If you’re studying metallurgy, architecture, or any other field where some manuality is involved, you can count on this god for his help and bliss.

Pathworking:

Lava coming down gently from the flanks of a volcano.

A pair of tongs holding a piece of heated bronze.

Burning coals shine in the darkness.

A hammer appears from a fire in a brazier.

THE RITUAL OF THE WINDS' SPIRITS

The ritual I'm going to describe in this chapter is a pagan version, so to speak, of the banishing ritual of the pentagram. Instead of calling on the divine names of the Abrahmitic god, you will call on the spirits of the winds, who ruled a specific direction and favoured the travellers.
Life is indeed a journey, which is why these spirits can assist you every time you feel the need to be protected, guided or escorted out of a difficult situation. The ritual can be used in an emergency or as a daily practice to ward off evil, and in this latter case it can be combined with the powers of Apollo to dissipate negativity from your life, keeping bad vibes and energies at a minimum.
You can adapt this ritual to your needs, and if you want you can also use it like an opening ritual before to perform any pathworking of the Olympians, although it's just an optional and not something mandatory.
Since this book is about the pathworking, I have adapted this ritual using the same technique, so you just need to imagine what is described and say some names when you're instructed to do so.

You can stand or sit when performing the ritual, but don't lay down as you could fall asleep.
Make 3 deep breaths trying to free your mind from any worry or thought you were having so far, opening yourself to magick itself. If you're indoors, try to perform the ritual facing a balcony or a window, but if you can't, don't worry and keep going. In case you're performing the ritual outdoors, you won't need to face any particular direction.

A cold breeze is touching your face.

A huge glacier, its ice reflecting pale sun rays.

After a few seconds or a minute you visualised these images, say out loud (or mentally in case you can't speak) the name of the spirit of the north: **BOREAS** (*bawrehahs*)

You can feel heat from behind your back.

A vast desert, with winds blowing on sand dunes.

After these images appeared in your mind, say the name of the spirit of the south: **NOTOS** (*Nawtaws*)

A sweet scent of flowers reaches your nose, coming from your right.

A valley covered by the shadow of a high mountain.

Once you have completed this pathworking, you can pronounce the name of the spirit of the east wind: **EUROS** (*Ehooraws*).

A sea's breeze reaches your nose, and your lips feel salty.

The ocean with its tide is crushing its waves on the seashore.

After a few seconds with these images in your mind, you can pronounce the name of the spirit of the west: **ZEPHYROS** (*Zehfiraws*)

Now that you have called on the four winds, you can imagine a strong wind coming in the space where you're performing the ritual and if you want, you can imagine it as a rainbow coloured gas. The wind swirls around casting away any bad energy and/or surrounding you for protection.
At this point stretch out your dominant hand and say finally: **AIOLOS** (*Ayawlaws*). The wind you were imagining a moment earlier will suddenly stop, and you can end the ritual with this last pathworking:

A white feather on your hand.

Beams of light come from the feather.

Your hand is again empty.

The ritual is done and the winds are guarding you. Feel a sense of gratitude

and proceed with your day or with the ritual, in case you decide to use this technique of the winds as an opening ritual. If you’re outdoors and actual wind starts to blow in correspondence with some parts of the rituals (especially the last one) don’t be scared, that would be a clear manifestation that the spirits heard you and assisted you as requested.

THE RITUAL OF DIVINE WILL

This is another ritual I wanted to include in this modern grimoire, and the purpose of said magick is to claim your divine power.

Definitely is another ritual that can be used as an opening before performing any other spell including before performing the pathworking of the Olympians. In this ritual you will call upon four entities that according to the myth, were always with Zeus himself. These spirits are *Kratos*, *Zelos*, *Nike* and *Bia* and their names respectively mean strength, zeal, victory and force. These four spirits, brothers and sisters were considered as daimones, in other words deification of abstract concepts able to manifest their action on the world. They were born from a Titan but after the Titanomachy, they accepted to stand at Zeus' side after he gave them this chance. These daimones represent important values for any magician and we can briefly analyse why this is so.

Kratos (krahtaws): the mystical strength or power all magicians need to make their spells effective. This power accompanies you and represents your true potential as a magician. The power, this energy partially originated from our mind and partially metaphysical in its nature, is the gasoline of our magick; without it your spell is like a car without fuel that can't go far.

Zelos (zehlaws): if kratos is the power that moves the gears of a spell, zelos or zeal, is the need. It represents the feeling that justifies your actions and on which you act. The zeal is meant like the feelings that originate in the magician and that will cause him to change the world around him.

Nike (neekeh): this spirit is the deification of victory, but for the magician it

also means something more profound than mere victory. Of course every wizard and witch wants to see their spells manifesting into reality, changing the world according to their will. Still, a magician that doubts his or her skills won't go far and will actually sabotage the magick. Victory in this context means the certainty that the magician has what it takes to make things happen, and represents the positive mindset needed for a spell to be cast correctly before it can take a shape in the physical world.

Bia (beeah): the meaning of this name is *force*, and it encompasses all the meanings we usually attach to this word. It's true that the force can sometimes be violent or aggressive, but that happens only to those who have no control. In the context of magicians, Bia is the force you need to apply in order to let your magick find the way to manifestation. It's the force you need to use in the physical world to support your own spell. This effort is the price the magician pays to see a spell becoming part of reality.

Summing up what these daimones represent, we can say the following:
The force (Bia) is the tangible effort you have to perform so that the power (Kratos) raised by your zeal (Zelos) and guided by your certainty (Nike), can finally make your true desired outcome become real.
Now that you've known something more about these entities, you can understand why it was said they accompanied Zeus everywhere he went, they are the true manifestation of the divine Will of the king of the gods. Isn't that neat?

You will also notice that at the end of the ritual you will pronounce four more words in Ancient Greek.
The words used at the end of the ritual of divine Will have a special meaning in the context of this grimoire and the method herein shown. Because of this I'd just like to explain a little bit what these words mean and what they are supposed to do for your practice, understanding why they were included in the ritual as words of power.
The first two words are ἀρχή (arche) and τελευτή (teleute) which mean respectively *beginning* and *conclusion*. The concepts conveyed by these words are opposite, nevertheless, they are parts of the same coin. They are the inner power we all have to create and destroy, to make something grow or perish. The power of bringing something in your life, or to ban it for good. These two words are a representation of the primordial forces which first

appeared in the Universe and that originated from Chaos, which must be interpreted here as the infinite potential of creation. In Greek Mythology it was the titan Chaos who generated Gaia (Earth), Eros (love/attraction), Abyss (emptiness) and the twins Nyx (night) and Erebus (darkness). And Gaia alone conceived the rest of titans among which there was her future husband Uranus. So we see how the primordial forces were generated through Chaos, and how these forces, after taking the form of primordial gods, started to work on the cosmos' potential and gave it a shape and structure. The first forces to manifest were "passive" so they could receive their opposite force. The emptiness was there ready to be filled, the darkness and night were the womb that would have given birth to the light.
When you pronounce the words *arche* and *teleute* during the ritual, you're recognising your primordial forces as a magician, acknowledging you're a creature of the Universe. You're remembering the action of creation itself.

The second couple of words is made of δύναμις (dynamis) and ἐξουσία (exousia). If you have read some medieval grimoires you may have noted that the word *dynamis* had been used from time to time like a name of the christian god, which was an attempt to translate in Greek one of the names of the abrahamitic deity from the Hebrew language.
Dynamis means *strength*, *power* and *energy*, thus is the force of change put in motion thanks to your Will. Think about the derived English word "dynamic", your intention as a practitioner of the occult arts is indeed dynamic because it adapts for each situation to find a way to unleash your power into the world. Dynamis also reminds you that the entire Universe is always transforming itself, and even in your life nothing is necessarily meant to last forever, unless we don't intervene in the process. With the word dynamis the magician understands that the things are always moving from one state to another, and a fundamental virtue that you need to learn when practicing magick, is that some changes are inevitable even for who knows the unseen arts, still, a wise magician knows how to adapt magick depending on the situation. If something cannot be changed, change yourself so you can face it or use magick to help you during the process.
Last but not least we have εξουσία that means literally *freedom to do something*, *faculty* or *permission*. With the power to act in your life, as a magician you can apply your will both on the physical world and on the inner one, explaining to the Universe what is that you wish to see manifested. In

other words exousia is the potential of magick that the gods offered to our species and that manifested as our free will, but also as the intellect. We are the dominant species of our planet and because of our history and evolution, we acquired great knowledge and abilities (whether they are technological/scientific or metaphysical). We have the freedom to act and the word itself, means we have the chance to shape our reality if we want to do so.

These four words are, although not directly, linked to the four daimones in the ritual of the divine Will. From one hand the words with which we close the ritual are the expression of the magician's core values, but on the other hand the daimones summoned during the ritual are deification of those same concepts, occult personifications arose from those very values.
Now that you know all these notions, you can perform the ritual of the divine Will to reaffirm your intentions as magicians, and strengthen your powers. The ritual I'm about to show you is a beautiful exercise you can use every day or regularly on a schedule, in order to hone your link with Magick and the Cosmos itself. If used regularly it will help you train your psychic and magical skills, and it will also work like an affirmation to yourself, from which your magical self-esteem can also benefit.
Before practicing a rite from another source or using a pathworking from this grimoire, you can perform the rituals of the winds' spirits and the divine will together. In this case the ideal order would be starting first from the ritual of the four winds to banish unwanted energies from your aura and the space where you will practice, and then the ritual of the divine will to burst, so to speak, your power before to perform the selected pathworkings.
In this ritual you will use some little sentences in Ancient Greek, don't worry though, it isn't an entire poem what I'm going to include in the ritual, simply some words that will help to add solemnity to the ritual, and on top of that, these words will help you to focus on the goal of the entire ritual instead of paying too much attention to what it's being said. This is the reason why I explained the meaning behind the four spirits and the words first.
The ritual is straightforward and basically you will have to picture some images while saying a few words. Still, if you think it to be useful you can do some practice trying out the ritual first to get acquainted with it, before using it in an actual magical work.

Here follows the ritual of divine Will:

Take some deep breaths to relax. You can stand or sit, just try to feel comfortable in whatever position you assume. Be sure to be in a quiet place and to not be disturbed when you're performing the ritual. If someone interrupts you, leave it for a moment and then start again.

Stretch your dominant hand outwards with your palm facing up, and imagine a ball of light appearing on it. Keep this image for a few seconds while trying to feel the energy coming from that sphere. After a little picturing this, you say out loud what follows:

Βία ἐμοί ἐστιν
Bia emòi estin[8]

Now stretch outwards your other hand, always with the palm facing up. Another ball of light appears again. Keep the image for a few seconds while feeling its energy vibrating. After a little with this picture in your mind, say out loud:

Νίκη ἐμοί ἐστιν
Nike emòi estin

Keeping the images of the two spheres in both of your hands, move your focus on your stomach where another ball of light will appear, shining bright. Keep the image in your mind during a few seconds before pronouncing what follows:

Ζέλος ἐμοί ἐστιν
Zelos emòi estin

Now it's time to turn your inner attention to your chest, near where the heart is. Another ball of light appears there vibrating with an intense energy. Keep seeing with your mind this image and then say:

Κράτος ἐμοί ἐστιν
Kratos emòi estin

In case the images of the previous balls faded away from your mind (if it happened don't worry, it's all good) recall them now once more. All four balls vibrate harmoniously, made of light. Keep picturing the balls in your

hands, the stomach and the chest when moving to the final step of the ritual.

Bring slowly your hands to your chest and picture the two balls in them joining the one in your chest. Keep the hands on the chest while you visualise the last ball, the one in your stomach, moving in your body and going up to join the other sphere near the heart.

When all the four balls of light are joined together in your chest, a huge flash of light will come out from it creating a powerful aura around your body.
Keep this image for a moment and finally close the ritual saying the words:

ἀρχή, τελευτή, δύναμις, ἐξουσία
archè, teleutè, dynamis, exusìa[9]

Let this last image fade away slowly from your mind knowing that you have awakened and stimulated your true potential. The images you summoned are just a symbol that represent your inner power as a magician and the divine spark that is your soul. Let your hands and arms rest at the sides of your body and open your eyes if they were closed until this moment.

GOING FURTHER WITH THE OLYMPIANS

While you were reading the descriptions I've included for each god and goddess, you may have realised that some deities share similar or identical powers. That's not a mistake of course, and we can actually see this in any traditional grimoire, where spirits and angels' offices are sometimes very similar.
Actually, the original grimoire weren't so clear about what each spirit could do, it was the work of later occult academics and some generations of practitioners that helped us to reveal in more detail what each spirit excels at. Can something similar be done with the Olympians?
Well, the answer is not so easy and because I think many of you could come up with this question after reading my book, I thought to spend some words on this topic to help you out.

If we buy a couple books from different authors on Goetia, the descriptions and powers of each spirit could vary a lot between the two, being this something that already happened in the medieval grimoires, as the relationship installed with the entities and the kind of practice would be different from one person to another. If that is so for spirits who came around in magical practices in more recent times, what can be said for deities who have been approached spiritually and magically for some thousands of years?
Narrowing down the powers, offices and archetypes of a god so that it can be summed up in a practical grimoire wasn't an easy task and in part, I have to admit that it cannot be fully achieved. Gods had an eternity to take as many forms as many humans who are living the Earth; through history new attributes were being discovered or added to a deity enriching the archetypes

and symbolism associated with said deity.

If we look for instance to the famous PGM[10] spell book, some of the gods were called for many different purposes and not necessarily they had some direct relation with the nature of the request made by the magician (Hecate and Hermes are an example of deities being called often in the rituals presented in those texts). A god is after all a divine entity who can virtually do anything, a deity is a metaphysical force that is entangled with the fabric of creation itself. What would be the point of calling on different gods for our goals, then? These very questions can be applied also to angels and spirits, as they too can virtually do anything. Many spirits are revealed to have powers that practitioners didn't think of at the beginning, so why do we keep using different entities when doing spells? The thing about gods is that each one of them have an area of expertise, being the incarnation of that area itself, and for this reason we should always work with a specific deity when we need to do magicks.

From my point of view and personal experience, you need to have a special bond with a single entity or deity in order to do magick through that entity alone regardless of what is the goal of your rituals. Speaking about gods, you can definitely work with just a few of them or even one to whom you feel particularly attracted, but that kind of spiritual and mystical relationship takes time to build and has a more profound purpose rather than just casting a spell. As a suggestion, every magician or witch should choose a specific spirit or god/dess when starting a magical path to have an ally and a teacher that will always be there for the practitioner, no matter what.

Some people though, could not feel this necessity if they don't usually work with entities; there are magicians who rely more on what is generally called natural magick, i.e. the use and channeling of raw energies present within or without a magician, who use them in rituals and to cast spells.

To determine what a deity can help you with isn't an easy task as I was saying, for this I tried to be short in the descriptions of the Olympian gods' powers. Also, I didn't want to be too specific either so to leave room for additional thinking for the readers. When you need to choose a deity for a ritual, read the powers I've listed and think about the main association a god or goddess has, in order to understand who and how they can assist you magically.

Besides, you can further extend your knowledge of their powers by studying their myths and meditating on them; you will learn from the gods themselves

what they can do for you during the days to come, after you will become more familiar with them.
Even when they share similar powers, each deity will have a different energy and the manifestation they will work for you magick will differ as well. Hera and Demeter are both associated with aspects of Nature, but they feel different and they work in different ways, you will become aware of that after working with both.
Finally, never forget about your intuition, which is the best tool magicians have. If you need to do magick for something and your intuition tells you that Apollo is the right match rather than Zeus, follow that thought as it could be the god himself telling you he wants to help.
In case you are uncertain about who could be the right deity to assist you magically, ask the Universe to let you know that and pay attention to your surroundings. Signs and omens could appear showing you that a god or goddess in particular is there waiting for you to call on them.
Another suggestion I'd like to give you is to read carefully their pathworking as they're based on the symbols and other correspondences linked directly with a deity. If some of those images appear in your life, that could be a direct message you're receiving from the gods about a situation you're thinking of improving. You may ask, how do I know that something I saw or heard randomly is a sign? Well, nobody can actually tell you how to distinguish a sign from a mundane event, but usually when you receive a sign from the spirit world, something inside you will mark that event as special. If synchronicities happen in your life just when you're thinking about magick and it makes your heart beat faster or you feel butterflies in your belly, that means you're experiencing what Greeks called an *epiphany*.
The meaning of this word is very interesting, it derives from the verb ἐπιφαίνειν which means "to reveal", it's when a spirit or a god reveals its message to you, the magician. When that happens your guts will tell you that is a sign you should pay attention to.
I do think that my description of the Olympians' powers will be enough to let you do magic on many occasions, but with what I've discussed in this chapter I hope to amplify further the potential applications that this grimoire can offer.

APPENDIX I: WHAT ABOUT THE OTHER GODS?

In this grimoire I have discussed the powers of the so-called Olympian gods, the deities who dwelled on the peak of Mount Olympus which the Greeks considered to be so high that it pierced the heavens, creating an access to the realm of the gods themselves.

When we have a look at the mythology of Ancient Greece, we read about different generations of deities that succeeded in starting a new era or ending another. In the beginning we had the primordial forces that were deities without a real shape. They were entities identified with the raw manifestation of Nature like the sky, the darkness and so on.

From these first deities originated the Titans, the first generation of gods properly said. These mighty deities ruled for a time before being replaced by the next generation of gods, that is Zeus and his siblings, offspring of the titan Chronos (the time).

Historically speaking, the titans were the gods of the pelasgians, the native population of Greece before Indo-Europeans entered the hellenic peninsula, bringing with them their own pantheon. The myth of the Titanomachy (the war of the titans) is a mythological memory of this succession from an older pantheon to a new one, something that happened as well with the Germanic people and their myth of the war between the Aesir and the Vanir, the latter being the native gods of Scandinavia.

About the titans I will publish in the future another pathworking grimoire to work with these mighty entities, as without them my series of magick through

the Greek pantheon wouldn’t be complete. For now, let’s focus on the Olympians.

You may be aware that there are many other gods that we can define as Olympians, and they are lesser deities or the offspring of the main gods of Olympus. The spirits of the winds are an example of lesser gods that I included for the purpose of another ritual. You should keep in mind that we can divide the Olympians in two subgroups: the first is made of the twelve main gods of the Greek religion, and the second is made of other gods who entered the pantheon in a second moment or as the consequence of the main gods conceiving new deities.

In this regard, I'd like to talk shortly about Hestia, the oldest goddess of the new divine generation who was the first born and the first to be devoured by Chronos but also the last one to be regurgitated when Zeus intervened to take away his father’s throne. Looking at the original myth, the list of gods has Zeus, Hera, Poseidon, Hades, Hestia and Demeter; from this group through marriages and encounters with mortals or other entities, the gods increased in number and lived on the Olympus in their palaces.

About Hades, the god of the Underworld, Greeks didn’t worship him just as they did with the rest of the gods, for instance, there were no temples dedicated to Hades back then. For this reason I haven’t included him in the list of deities found in this grimoire. Besides, for speaking with the dead or learning the mysteries of death and rebirth, there are other deities more willing to teach humans that were included in this book. I’m not saying Hades is evil or anything like that, as gods are neither good nor evil; they don’t take sides (mostly), leaving to humans the task of understanding how to spend the talents and skills they were given. About Hades, let’s just say he likes to be left alone and if he wants to approach someone is because he decided so.

The list of Gods I have included in this grimoire is the commonest of the Greek mythology, although other groupings did exist in other parts of Greece. Traditionally there is some ambiguity between Hestia and Dionysus because depending on the geographical area or the texts, their positions as one of the main olympian deities were swapped. There is a myth where Hestia willingly gave up her throne as Olympian deity to Dionysus when he arrived at Olympus.

Although I decided to use the list with Dionysus as one of the main

Olympians, Hestia couldn’t be left out, as she is indeed a powerful and important goddess. For this reason you will find Hestia pathworking at the end of this chapter.
Another pathworking I’m going to include in this book is Hercules’, the most famous hero of Greeks and Romans. In his myth, after a difficult life made of tasks and tragedies, he was rewarded with immortality thus becoming an example of virtue for mankind and the main defender of all humanity. With these two additional entities included in the grimoire I think the book will be more complete for any magician who will work with this system of magick. In case you’re wondering why I didn’t include Hecate in this grimoire, being another very important goddess with a huge following nowadays, well, the answer is that she’s a very complex figure and for that she deserves an entire book for herself[11].

HESTIA

This goddess is the guardian of the house and the hearth. By her power you can bless your family, protect them from harm and contribute to creating a nice and positive environment in your house. Magicians can use this power of Hestia to protect their place from evil and keep away undesired guests, negative people and even energetic parasites that from time to time can linger in people’s homes.
Hestia is also the guardian of the family, so if you have some issue in yours, she will be the one able to resolve fights and misunderstandings. Of course in similar cases Hestia can be approached with another god or goddess that can help you achieve such a goal (e.g. Hermes to improve communication and remove obstacles).

Hestia is the goddess of purification and can help to clean a space from negative energies or cleanse someone’s soul. If you feel bad for something you did and you're aware it was your fault, you can ask her to help be forgiven. In this regard, she can be petitioned to burn the sense of guilt so you can start anew. If you need to apologize to someone for a mistake you made, she can help to let go of shame and bad feelings, easing the reconciliation.

Being the goddess of the nurturing fire, she will bless the food you personally cook with positive and divine energy. She’s the patron of cooks and bakers, so she can assist with any request related to these jobs.

In ancient times priestess called on Hestia before starting a ritual for another god and she was the first to receive an offering before any other deity. In case you’d like to make an official offering to a god that helped you in another task, you can summon Hestia through her pathworking. Just remember that you will need to give a little part of your offering to her first, and then to the other gods who assisted you.

When you feel down and depressed, ask Hestia to rekindle your inner fire.

When it seems there is no hope, her flames will lead the way helping you make clear what you should do next. If you feel lost and scared, ask for her help.

Hestia can be summoned to consecrate an altar or a space for magick and/or worshipping.

Pathworking:

A little flame in a brazier becomes a magnificent fire.

A shimmering circle appears in front of you.

A fire takes the shape of a woman for just an instant.

The smell of roasted bread.

HERCULES

This hero later become a god is the patron of the athletes and sports, so you can call his help to favour your skills in a competition, and more importantly, to make more effective your trainings and workouts.

Hercules can help with shadow-working. He can seem a strange power to associate with this entity, but if you study his main myth of the twelve tasks, you'll realise he accomplished them to be forgiven for his sins[12] after he understood what he had done. He can help you to leave the past behind and work hard to become the better version of yourself.
At the end of his difficult life, he became a god as Zeus made him an immortal, so through Hercules' power you can reach enlightenment and remove those traits you consider negative. This hero can show you the way to ascension, although it could be a hard path if you ever decide to start such a journey.

Hercules was known as the protector of humankind, and people felt closer to him as he was once human. Whenever you need protection, it doesn't matter in what context, call him and he will be there to make sure things go the right way. Hercules can assist the magician to find a way out of troubles with no damage; since damages can't be avoided all the time, Hercules can help learn how to take a hit.

As for the rest of the gods presented in this book, you can summon Hercules' power to work together with another deity when magically facing a situation from different angles using the rest of his powers I described here. The only exception is Hera as they never got along very well, and although at the end she accepted him in Olympus giving her daughter Hebe as his immortal wife, I wouldn't put together the energies of these two beings .

Hercules is the only entity/deity that can be summoned easily without a pathworking if you're in an emergency. Please don't use this power out of

doubt, or because you’re feeling lazy to perform the full ritual as instructed in this grimoire; if you do so he won’t answer your call.

Pathworking:

A lion roars from afar from the top of a hill.

A thunder falls from the sky hitting a club on the ground.

Flames are touching the club without burning it.

The club turns to gold.

APPENDIX II: WHAT IS THE DEFINITION OF MAGICK AND WHAT TO EXPECT FROM IT?

-This section is a summary of two chapters found in my book *Liber Astrum: magick of the planetary intelligences*. In case you already read that book, you can skip this part altogether. If this is the first book of mine you've purchased, please keep reading, especially if you're new to magick-.

If you're a seasoned practitioner of occultism, you may have clear how magick works and most of all, how your spells manifest into reality. If you're new to magick I'd like to give a little insight about what magick can bring in your lives.

Just to make sure, forget whatever Hollywood showed about magick and spells, that is something belonging to fantasy and not real magical practices. Magick operates within the frame of the Universe and its laws, and this in other words means that you won't be able to fly, zap your enemies with your wand or things of that sort.

From my perspective even deities and spirits are part of the Universe (let's say the cosmos is a body of a bigger system while gods are the consciousness) and not something coming from outside of it. We may not understand what actually is the Universe and how it works at its deepest level, but Quantum Physics is starting to give us some answers and ideas, although often it leads the way to more questions rather than answers.

It could be that one day Science will be able to explain why under certain conditions spells and rituals work, or maybe not. The point is that instead of referring to this new world of possibilities with the term supernatural, I prefer

to say preternatural.
Preternatural is what goes beyond our understanding of Nature, but without excluding that thing we're trying to observe which is still part of it. Accepting that Magick comes from within the framework of the Universe doesn't make it less mystical or valid.

There are many definitions of magick out there, many of them made by famous magicians and witches of the past, but in this book I'd like instead to give my personal definition:

Magick is the science (here meant as knowledge) to influence people and events, transforming potentiality into probability.
In other words, Magick is a way to hack reality so it can fit your Will.

This is my definition of magick as I understood it after years of practice and investigations.
Of course the definition of magick will vary based on anyone's experience, and that is exactly how it should be.
In my opinion magick is objective because when we repeat a ritual often it can work if the circumstances under which we perform the ritual are kept similar, but on the other hand its interpretation and relation with who performs it is completely subjective.
We can't describe magick objectively when we go through it as science normally does, and this is the trickiest part of being a magician. We can't really describe something so shimmering to somebody else who could experience something completely different.
Why am I saying this? Well, to encourage you to be open minded and listen to what other people have to say about magick and any related topic, but without giving in to their opinions believing them as if they were the only ones to know the truth. If somebody tells you that the way you do magick is wrong or doesn't make sense because it doesn't fit their view, smile and head your attention to somebody else, that will save your time.
If magick is a hacking tool at our disposal and through it we can influence people and events, then magick is the mystical skill to bring probability to our side, how is that possible? It is because of its ability to create synchronicities.
Coincidence supposes that we may end up finding 100 euros on the street after we did a ritual to receive money out of the blue, just because we

accidentally went where the money probably fell from someone else's pocket.
On the other hand, synchronicity tells us that those 100 euros were in that spot because we were going in that direction, while at the same time we went there because our subconscious (the furnace of our magick) told us secretly to go that way; both actions were orchestrated by the force of your magick.

Another concept to keep in mind is that for a spell to work it has to be supported by your action in the physical world. Like in chemistry you need to put together two reagents in order to have a reaction. Actually this metaphor is perfect if we break it down a little: If two reagents have a reaction it is because when they are put together they start an exchange of electrons so that the final product of the reaction will become more stable, thus the new product will be an ideal state for both the original reagents.
Magick is basically the same. Your spell or ritual is one of the reagents, but in order to have a final product you need a second one, and that is your action in the world. Working on your life will create the occasion for your magick to manifest (i.e. if you want to find a new job, you should send an application and do interviews after your ritual). Magick will fashion your outcomes in accordance to your true Will, and believe me when I say that this makes a huge difference. It's true that magick can give you nice surprises and sometimes you will see results with little or even no effort, but that's something rare, and it also depends on what you're asking.
My best advice is to do your rituals and then behave like you never did one. Do your things regularly in order to achieve your goals, and Magick will back you up. It will be like having a computer giving you the right coordinations to guide your steps.

There are lots of people unsatisfied with Magick, saying that it doesn't work, it's an illusion or other bullshit like such. This folk mostly understood nothing of how real magick works, and that is why they failed miserably. It's true that magick doesn't always work, sometimes magicians fail too as there may be many factors obstructing the way. Even if we are sorcerers, we are not gods. Our powers do have limits.
Nevertheless, there is so much we can do to improve our lives and our beloved's ones, and magick can be the key; it's all up to you. The first and most dangerous obstacle to your success is you, your doubts can turn into a chain. So, when doing wizardry make sure you don't doubt your magick:

once the spell is done, forget about it.
It requires a little training to let go of fears and all, but believe me, it's something that can be achieved. The more you will work on your magick and improve your life, the more powerful your skills will become. You will know things by intuition or you could dream of the answers you're seeking. People could start to look at you in a different way and offer you things, whatever they are. You can find yourself in an unexpected situation that later turns out to be a key event for your career or something else altogether. These are only some examples of how magick can work in your life after a ritual. Be sure that magick will reward you if you put in enough effort.
What about the time of manifestation? The timeframe for your magick to occur can last a week or take years depending on what you have asked. On average a ritual can start manifesting the outcome from 24 hours to a couple of months, but again this depends on what is your goal and also what are the actions you're doing in order to support your magick.
Of course if you would like to quit smoking, you can use a ritual to help but it would be hard to know how long it would take, as this is something that depends on many personal factors.
Please, be patient when doing magick and don't rush your opinions on a ritual only because it seems like it's not working after a couple of days. Observe your starting situation before doing magick and accept it could take a while before proceeding. Especially if you're at the beginning of this path I suggest starting a magical journal, you can take notes of the rituals you did and what were your feelings during the performance of it.
You may be surprised to find out when you'll read it in the future, that a ritual you thought to be a failure actually worked a month later. You could just have been so worried about it or doubting yourself so much that you didn't notice that it actually worked back in the days.
It takes time to find balance but what is absolutely true is that there is only one way to understand how magick works for you, and that is practice.
Let's say you want to do a spell to burst your lust with your partner. After years of relationship you find your sexual life to have become a bit dull and you want to change that; great! Sexuality can be affected by many things and especially if you've spent a lot of time with a person, you may need some time to bring new passion under the sheets; for this you could set a ritual to be repeated once a week for a month while you will also try out something mundane to play your part in the whole. Results could start appearing after

the first two rituals but even so, keep going with the repetitions as scheduled. Can you see the difference here? You're repeating the same ritual not because of doubt, but because you planned it this way since the beginning and you felt that the repetition would favour the change of your situation.
Still if you think that doing a ritual just once will suffice for your cause, then do so! You're the one in charge, and trusting your intuition is key for your success.

CONCLUSION

Here we are at the end of another book. As always I'd like to thank you for buying this little grimoire, this time dedicated to the Olympians. I know that for some people out there, pathworkings are considered a type of magick too easy and they could suspect that because of its simplicity, it could be ineffective.

I have done many spells and rituals during my years of practice, and in some instances I just uttered some improvised words to manifest what was my will and called on a deity to empower my spell. This simple approach worked wonders, so you can imagine what a pathworking, which is based on the lore and symbols of an entity or when channeled directly, could do if the magician uses them in a proper way. Besides, I've added some extra rituals to give even more tools to enrich your magical practice and help you advance on your path.

The true power comes from within, witches always knew that and it was why they opted for simple rituals using common things they could find around the house or in a field, rather than long and complicated rituals with tons of props as ceremonial magicians did.

Of course both methods are valid, it's just someone's personal choice what technique and which method to use to enhance their magick. The thing is that both types of practitioners will tell you that their magick worked, no matter how the spell or ritual was done.

Pathworking is a simple technique but it can open a world of possibilities if you will embrace it with an open mind, and this is a statement I make in general whether you want to use a pathworking to contact angels, demons or else. In this grimoire they are meant to approach the Olympians, beings who have been close to west society for centuries.

Don't let anyone tell you how your magick should be used or through which

method, if you bought this book I believe there was a reason behind your choice. You felt compelled to buy this because you wanted to find a way to work with deities in a more practical way, maybe you enjoyed the idea of working with pagan gods and not only with the abrahamitic deity; maybe your reasons are something completely different and that is fine as well. Whatever the reason is, you chose to use the magick I disclosed in this grimoire, and for that I'm immensely grateful.
Furthermore, I dedicated this book to the gods themselves so that more people could approach them and learn from their powers. If you are now feeling excited to start using this magick (in case you haven't done it already), then I'll have achieved my goal. Your life can be changed through the energies of the Olympians, and now you know how to do that. May your reality be a reflection of your divine Will.

Hecateus Apuliensis

NB: If you enjoyed my book and you found it to be interesting or it helped you magically, I'd appreciate reading your reviews. Learning about your experiences will enrich my work even more, and will also help me economically. Being a student and working on a book at the same time isn't an easy task. I'd appreciate your sincere opinions on Amazon, so my work can keep reaching those people who may find it interesting for their magical practices and helping me improve as a young author.

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[1] Sometimes magicians decide to get medium's services if they're not that skilled in communicating with the spiritual world or in order to be more objective as possible.

[2] Both this example and the previous one are not from a pathworking in this book, I made them up to show you my point in this chapter

[3] Also called mind-blindness, the lack of capability in picturing images in someone's mind

[4] She absorbed powers and the role of the Mother Goddess worshipped in Greece (viz. Minoic culture) before indo-europeans arrived in the peninsula. Hera was linked to the moon, the earth and the atmosphere (upper part of the sky).

[5] Please don't judge here, in some countries prostitution under certain conditions is legal, and when not, there may be many reasons to make people decide to prostitute themselves. Often prostitutes are people in trouble and sometimes it's just their choice, in both cases Aphrodite will give her protection to them.

[6] Apollo has basically the same power but for men

[7]In some myths and traditions they were husband and wife, while in Rome Dionysus was also called as Liber and had a wife called Libera. In this case both were actually aspects of one singular deity

[8] pronounced *ehmàwee ehsteen*, it means it is to me and we translate it as I have, I possess.

[9] They're pronounced: *ahrcheh, telehooteh, dünahmees, ehxooseeah*

[10]Acronym for Papyri Graecae Magicae, texts of spells and rituals from the Greco-Roman Egypt, dated between the II BCE and V CE.

[11] I'd love to write about her in the future, who knows?!

[12] Don't interpret here *sin* through a Christian lens.